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unit having a memory, a power source and a generally-writable display for selectively displaying a plurality of informational screens and associated data stored in the memory;

key entry means for retrieving and selectively displaying the screens from the memory on the display, and for retrieving and selectively recording the associated data with each screen, wherein the key entry means include first key means for selectively displaying screens, second field select key means for selecting a particular field of predefined data on the displayed screen, the second field select key means comprising two tab keys for scrolling in opposite directions through the fields on the displayed screen, and third value select key means for displaying and selectively recording or altering data in the selected field, the third value select key means comprising two scroll keys for scrolling in opposite directions through the predefined data associated with the field on the displayed screen.

Cancel claims 2, 4 and 5.

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10. (Amended) A method for recording and reporting golf information in a manner tending to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive

and post-game information screens in the memory of a handheld computer unit having a generally writable display capable of selectively displaying one or more of the screens;

displaying in sequential fashion one or more pre-game screens and prompting entry of data which defines the [defining] parameters of a [current or future] game to be played;

subsequently providing a choice among a plurality of game-interactive recording screens for recording data during the game defined by the parameters entered in the pre-game screens;

displaying a chosen game-interactive recording screen;

entering data in [a] the chosen game-interactive reporting screen corresponding to [an actual game of golf] the game as it is played, and simultaneously recording the entered data in the memory of the handheld computer unit; and

providing post-game reports based on the data entered in the game-interactive screen.

12. (Amended) A method for recording and reporting golf information in a manner tending to increase a player's ability to improve from experience, comprising the following steps:

providing a handheld computer unit with a memory, generally writable display and data selection entry keys;

storing a plurality of informational screens of golf play information in the memory of the handheld computer unit, the screens including screen-dependent data input fields [corresponding] to the golf play information in each screen;

selectively displaying [one or more of the] informational screens on the display in a logical sequence of pre-game and game-interactive screens, the pre-game screen prompting the entry of data which defines the parameters of a game to be played and a game-interactive screen on which data will be recorded for that game;

selecting data input fields on each displayed screen [in the pre-game and game-interactive modes of operation];

selecting from stored golf information contained in one or more chosen fields and by doing so selecting golf information for each chosen field; and

storing the selected golf information in the memory for retrieval by the user after the game in the form of statistical or factual reports.

13. (Amended) A method as defined in claim 12, wherein the golf information entered in the pre-game screen comprises golf play parameters defining the scope of a game to be played, and the golf information entered in the game-interactive screens comprises golf play data values defining



the user's actual performance within the parameters of the game.

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15. (Amended) A handheld apparatus for recording and reporting sports and game information in a manner tending to increase a player's ability to improve from experience, the apparatus comprising:

a comfortably handheld, self-contained computer unit having a memory, a power source and a generally-writable display for selectively displaying a plurality of informational screens and associated data stored in the memory;

a plurality of pre-game, game-interactive and post-game information screens stored in the memory of [a] the handheld computer unit;

means for displaying a pre-game screen and prompting entry of data which defines the parameters of a game to be played, and means for subsequently displaying a game-interactive screen corresponding to a game-interactive mode defined by the parameters selected in the pre-game screen;

entry key means for changing screens in sequential fashion;

choice key means for non-sequential selection or changing of screens;

field select key means for choosing a particular



field on a displayed screen; and

value select key means for displaying and selectively recording data in the chosen input field.

Please add new claims 16-19 as follows:

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--16. A method as defined in claim 10, wherein the game-interactive screens comprise a first screen with a first detail level of recording, and a second screen with a second higher detail level of reporting.

17. A method as defined in claim 10, wherein the pre-game screens are provided with means for selecting non-sequential option screens.

18. A method as defined in claim 10, wherein the game-interactive screens are provided with means for selecting non-sequential option screens.

19. A handheld apparatus for recording and reporting golf information in a manner tending to increase a player's ability to improve from experience, the apparatus comprising:

a comfortably handheld, self-contained computer unit having a memory, a power source and a general-writable display for selectively displaying a plurality of informational screens and associated data stored in the



memory;

first key entry means for sequentially displaying one or more pre-game screens in a pre-game mode of operation, and subsequently sequentially displaying one or more game-interactive screens in a game-interactive mode of operation;

second key means for selecting a particular data field on a displayed screen;

third key means for selectively recording or altering data in the selected data field; wherein,

the pre-game screens include means for prompting the entry of data which defines the parameters of a game to be played, and means for selecting one of a plurality of game-interactive screens representing different levels of data-recording detail in the game-interactive mode.

20. A method for recording and reporting golf information in a manner tending to increase a player's ability to improve from experience, comprising the following steps:

providing a handheld computer unit with a memory, generally writable display and data selection entry keys;

storing a plurality of informational screens of golf play information in the memory of the handheld computer unit, the screens including screen-dependent data input fields corresponding to the golf play information on each screen;

